

LESS FAMILIAR FAMILIARS

A SIMPLE SYSTEM FOR
CUSTOMIZING FIND FAMILIAR



BY CAFE ARCANÉ

LESS FAMILIAR FAMILIARS

A simple system for customizing Find Familiar



Designed by Cafe Arcane

© Geoffrey Fortier

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2024 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, U

LESS FAMILIAR FAMILIARS

FIND FAMILIAR IN D&D HAS COME A LONG WAY with fifth edition. In the older editions they could be a huge liability with relatively minor returns. But now they can add thematic flavor, utility and tactical advantage to your character's repertoire. Sadly, not all familiars are created equally in this regard.

In fact, we have a saying at our gaming table... *"Owl familiar, is best familiar"*.

This is a bit of an exaggeration, of course, but in a great many cases and excluding some niche cases, the owl really does stand out. Its flight, vision, perception, movement rate and "flyby" — the power to engage a foe, perform a Help action and extract itself without invoking an attack of opportunity can be a big game-changer, particularly at lower levels and with certain character concepts.

I thought I'd design a low-impact way to make familiars a bit more versatile, and allow DMs and Players to work together to reskin existing familiar creatures as well as expand the list.

My guiding principle was that while familiars look like natural creatures they are actually highly magical extraplanar entities that merely look like their mundane animal counterparts. The scope of this supplement does not include creating "improved" familiars like pseudodragons, imps, and whatnot. Instead, we're attempting to manifest the summoner's desires and impressions about what their magical counterpart should be without having to create a large bestiary of new animal familiars.

CREATING YOUR BASE FAMILIAR TEMPLATE

Choose a Tiny mundane Beast from or similar to the list provided in the Find Familiar spell description. Remove all special abilities and powers from its statblock. The template below replaces all statistics unless stated otherwise.

BASE FAMILIAR

Celestial, Fey, or Fiend (caster's choice), Unaligned

Armor Class 11

Hit Points 3

Speed 20 ft.

ACTIONS

Natural Attack *Melee Weapon Attack*: +1 to hit, reach 5ft., one target. *Hit* 1 (Choose Slashing, Piercing, or Bludgeoning at creation)



BUILDING YOUR FAMILIAR

By default you have 5 points to add traits, abilities and upgrades to your familiar's base template. DMs may grant additional points at their discretion to reflect their settings or any special events surrounding the caster's acquisition of their familiar.

FAMILIAR ABILITIES

Cost	Name	Description
1	Darkvision	Adds darkvision 60'
2	Blindsight	Adds blindsight 20'
1	Flight	Adds flight 60'
1	Spiderclimb	Add spiderclimb 30'
1	Fleet	Increases base ground movement to 60'
1	Aquatic	Only breathes water, gains 60' swim speed
1	Amphibious	Breathe water or air, gains 30' swim speed; short rest per day in water or gains 3 level Exhaustion (cumulative)
1	Keen Perception	Pick one of the basic senses. The familiar gains Advantage on Perception checks with this sense. May be bought multiple times for different senses.
1	Unassuming	Advantage on Stealth checks.
2	Venomous	On a successful hit using its natural attack, the familiar can poison a foe (DC10, 2d4). Harvesting this poison disables this ability for one week.
1	Speech	Speak & comprehend one language known by its owner (within the limits of its Intelligence).
2	Evasive	Doesn't provoke opportunity attacks when it moves out of an enemy's reach.
1	Skillful	Proficient with a skill (owner Proficiency bonus). May be bought multiple times for different skills each time.
1	Predatory	Upgrade the base template: Melee: +3 to hit, 1d3 damage
1	Survivor	Upgrade base template to AC: 13, HP: 6

BONUS: D&D BEYOND INTEGRATION

CREATING A HOMEBREW CREATURE

1. Login to your D&D Beyond account
2. Go to <https://www.dndbeyond.com/homebrew/creations/create-monster>
3. Choose a basic beast that meets the requirements above and click create
4. Rename your homebrew familiar to something unique (Bob's Celestial Badger Familiar)
5. Editing Creature Information
 - a) Type (Celestial, Fey, Infernal)
 - b) Remove Special Traits, change Actions to default Familiar template
6. Add any abilities bought from Familiar Abilities table above.
7. Save changes
8. **OPTIONAL:** Publish to Public

ADDING A CUSTOM FAMILIAR TO YOUR CHARACTER SHEET

9. Login to your D&D Beyond account
10. Navigate to your character sheet
11. On your sheet, go to "Extras" (next to Description, notes, etc)
12. Click "Manage Extras"
13. Select "Familiar" under "Choose a Category"
14. Search/find your custom familiar by name

Congratulations, your new magical friend is ready to accompany and aid you on all your future adventures!

INFORMATION & CREDITS

Designed and written by Cafe Arcane (Geoffrey Fortier). If you like what you see, please consider leaving a constructive review on the DM's Guild product page, and sharing with your fellow players and game runners.

Artwork, Cover: Il Barbagianni; The Owl by Valentine Cameron Prinsep (Public Domain)

Artwork, Interior: "WotC-RacesofStone_contemplate" used with permission from the DM's Guild Creator Resource pack.

Version 1.0 - General release

Create Homebrew Monster

Use an existing monster as a template:

MONSTER TYPE MONSTER

Beast Badger

CREATE

STEP 3

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

Search Names, Types, or Tags

MANAGE EXTRAS

STEP 11

Manage Extras

Add an Extra

-- Choose a Category --

-- Choose a Category --

Creature

Battle Smith Defender

Beast Companion

Familiar

Infusion

STEP 12

Manage Extras

Add an Extra

Familiar

You gain the service of a familiar, a spirit that takes an animal (or sometimes another creature) form you choose.

Filter

Search Name, Type, Subtype, Environment, Tag, etc.

Challenge Range -- --

STEP 13